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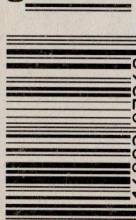
The Gathering

ARABIAN NIGHTS



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Wizards
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The crags of Jarua,
on the desolate plane
of Rabiah.

THE LAST
TAYSIR IS
DOWN THERE.

AND THEN THERE WAS ONE

IT IS **STRANGE**
THAT THE RING DID
NOT TAKE US **INSIDE**
THE CASTLE.

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Ahh...
CLEVER!

THIS LAKE IS BUT
A **PHANTASM**,
MEANT TO KEEP
US AT BAY.



YOU CAN **DISPEL**
THIS ENCHANTMENT.
TAYSIR--USE WHAT THE
NOMAD HAS GIVEN YOU.

ENOUGH!

YOU HAVE **MISLED**
ME FOR TOO LONG,
RAGHIB! YOU AREN'T
JUST SOME SQUALID
WRETCH, **ARE YOU?**
WHY DIDN'T YOU
WARN ME?



PLEASE... I NEVER
MEANT YOU ANY
HARM. IT'S TRUE,
I **WAS** DESTINED TO
BE A GREAT
SORCERER.

THEN THAT
WITCH,
NAILAH...

...**BETRAYED**
YOU?



FORGIVE
ME.

I HAVE **MUCH** TO
EXPLAIN... AND **MUCH**
MORE FOR WHICH
TO ATONE.



SO BE IT!
I CALL ON MY
BROTHER TAYSIR,
THE **NOMAD**.

LET
THIS LAKE
BE GONE!



I KNOW THIS CASTLE. IT BELONGED TO EL HAJJAJ, MY FORMER MENTOR... AND NAILAH'S FATHER.

THIS PLACE HOLDS MANY MEMORIES FOR ME. SOME PLEASANT... OTHERS, QUITE PAINFUL.

YOU MUST LEAVE THE PAST BEHIND, RAGHIB--THE FOURTH PIECE OF THE PUZZLE IS FOUND.

IT WILL BE DIFFICULT. LONG AGO, EL HAJJAJ INTENDED TO PROTECT THIS LAST TAYSIR...

...BUT NAILAH TURNED ON HER FATHER-- DESTROYED HIM. I THOUGHT THIS TAYSIR WAS LOST DURING THAT DUEL.

NAILAH SLEW HER OWN FATHER? THAT CAN'T BE TRUE--

SO...IT WAS YOUR HANDS THAT SURRENDERED THE APPRENTICE TO NAILAH! DO YOU ENJOY LOOKING ON THE FRUIT OF YOUR EFFORTS?

THE ORB WILL SHOW US.

NAILAH HAS BETRAYED US ALL-- FATHER, BETROTHED, AND THE APPRENTICE TAYSIR WHO LANGUISHES IN HER PRISON, EVEN NOW.

NO! I CAN'T BEAR TO SEE HIM HELD CAPTIVE-- FOR THAT SIN, I WILL NEVER BE FORGIVEN.

ENOUGH, LEPER! TAKE SOLACE... THERE WILL ALWAYS BE A PART OF ME THAT CAN FALL SWAY TO THAT WOMAN'S CHARMS.

LET'S MOVE ON TO THE CASTLE...



"...BEFORE **ALL** IS
OUT OF REACH."

Nailah's
Sanctuary
Inside the
Oubliette.

ALONE AND
DEFEATED, EH,
MY QUEEN?

PERHAPS
MY OTHER
ASPECTS ARE
NOT AS **WEAK**
AS I.

IT WON'T **MATTER**
IN THE END, DEAR
APPRENTICE.

THE **LIVON**
THAT IS TAYSIR
IS **INCOMPLETE**
WITHOUT YOU

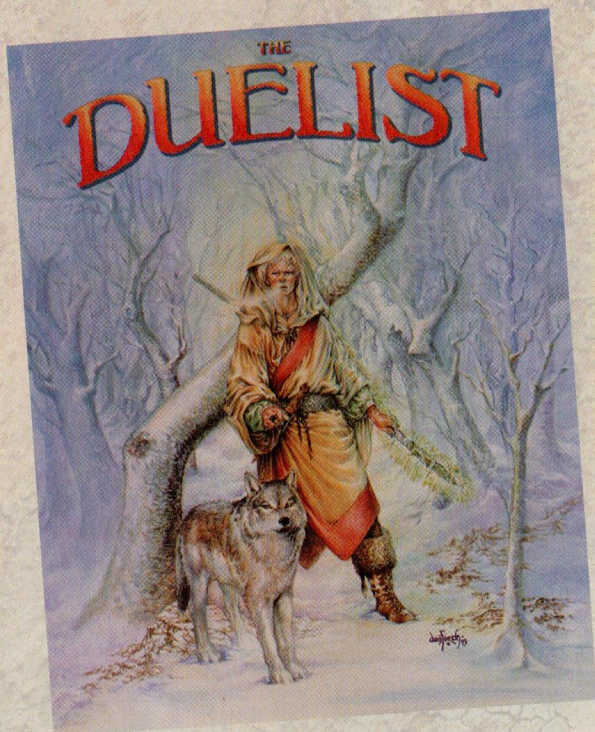
WHEN
HE COMES
TO **FETCH**
YOU, AND HE
WILL...

...I'LL BE
WAITING.

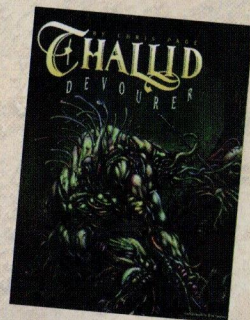
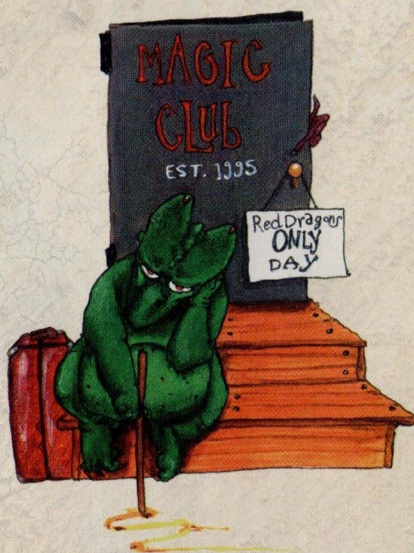
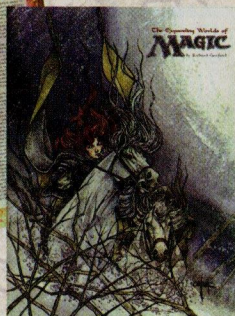


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Wizards
OF THE COAST

Outside
El Hajjaj's
Castle.

HOLD YOUR
SWORD,
MY LORD...

WE MUST
APPROACH EVEN A
SINGLE GUARD
WITH CAUTION...AND
PATIENCE.



NO! IF YOU
DESTROY IT,
OTHERS MIGHT
FOLLOW.

RESTRAIN THE
NOMAD WITHIN,
AND TRUST ME
AGAIN, AS YOU
ONCE DID.

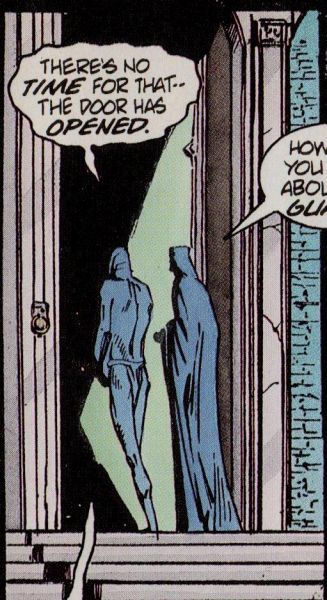
DERVISH...
YOU MUST DO
AS THE
GUARDIAN
BIDS!



MIRACULOUS!
HE'S GONE.

ARE YOU
HARMED,
TAYSIR?

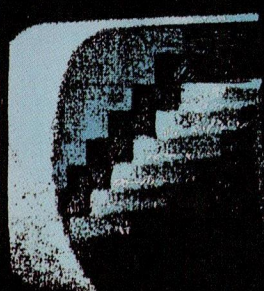




THERE'S NO
TIME FOR THAT--
THE DOOR HAS
OPENED.

HOW DID
YOU KNOW
ABOUT THE
GUARD?

THIS WAY,
QUICKLY!

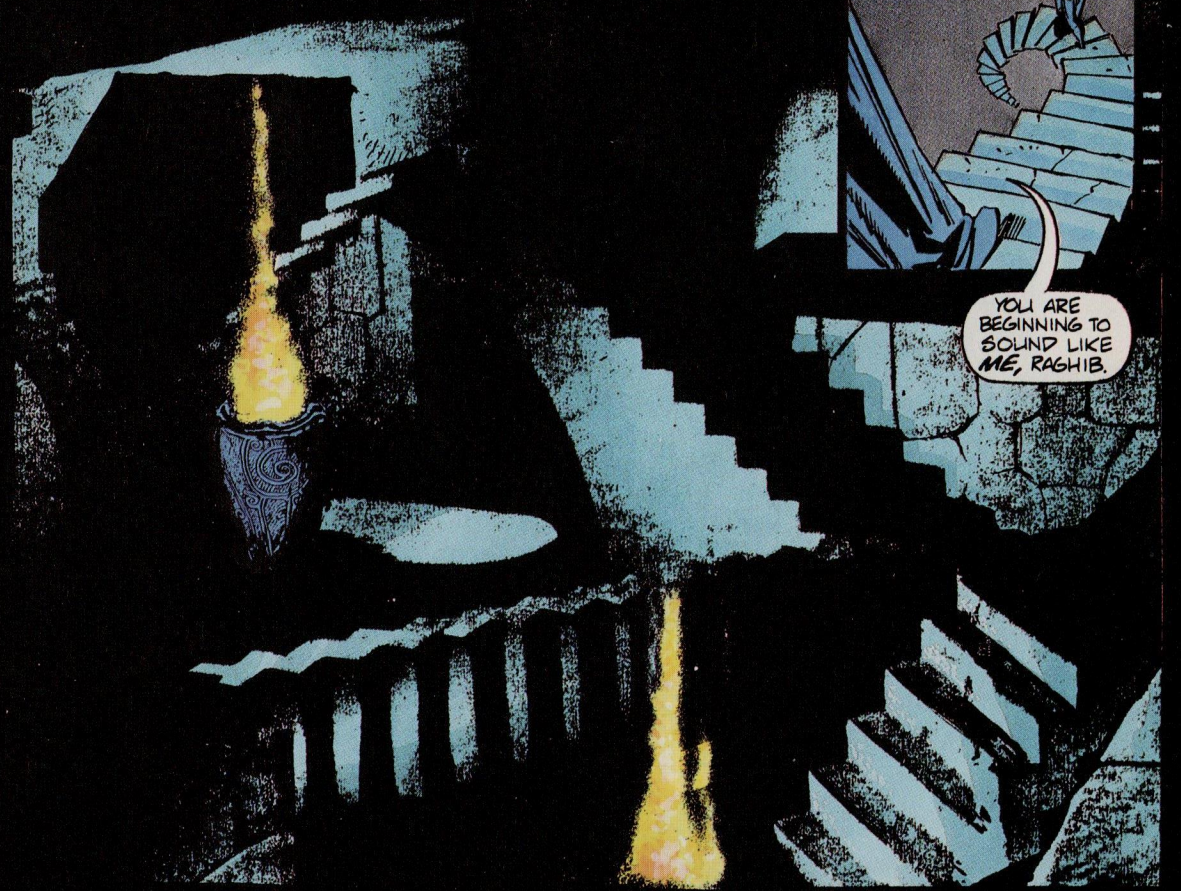


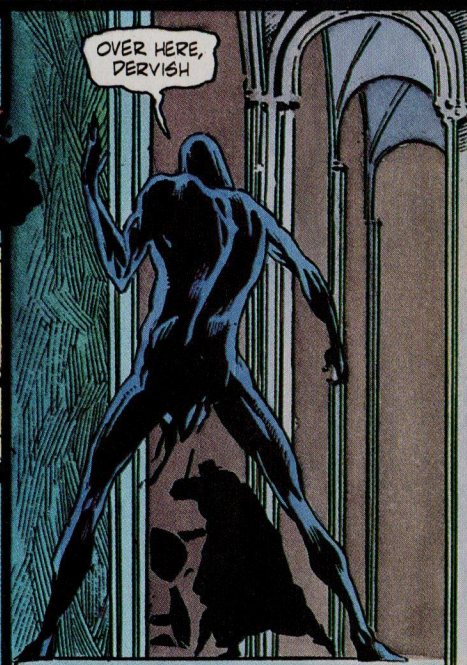
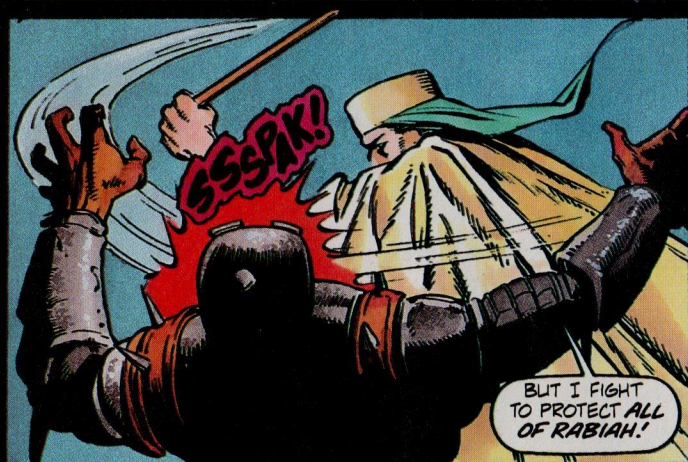
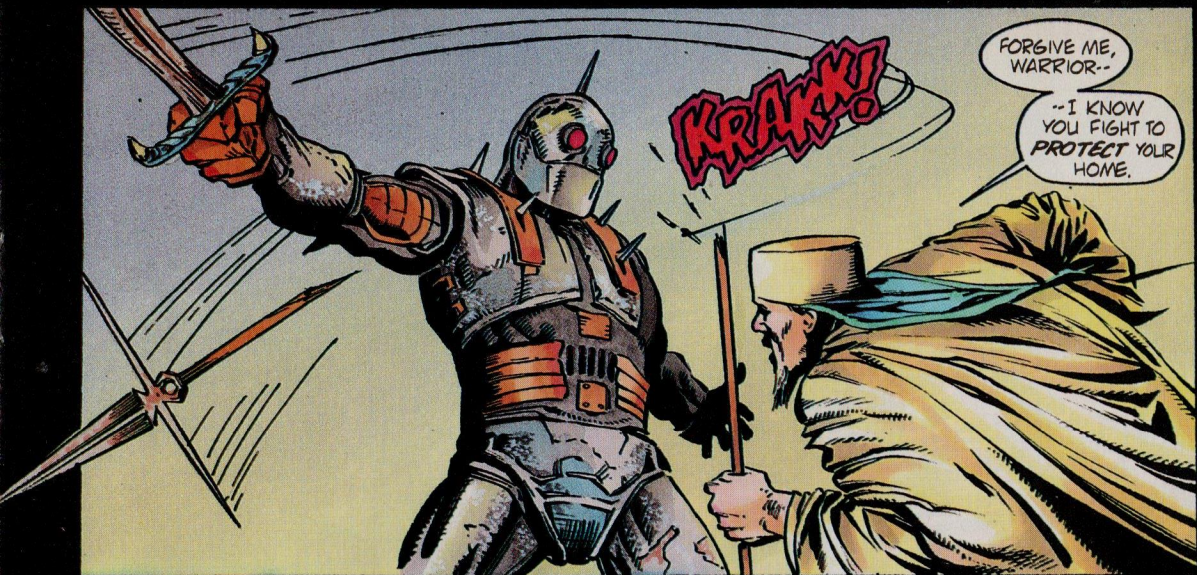
THIS PLACE
WAS BUILT BY
A MADMAN--
HOW WILL WE
FIND THE
FOURTH?



IN THE CASTLE
OF EL HAJJAJ, ONE
ALWAYS FINDS
WHAT ONE NEEDS.

YOU ARE
BEGINNING TO
SOUND LIKE
ME, RASHIB.







EVERY MONTH FROM ACCLAIM COMICS!





EL HAJJAJ
HAD *MANY*
ENEMIES.

IT SEEMS HE
HAD AN *INKLING*...
THAT NAILAH COULD
HAVE BEEN *ONE*
OF THEM.

AH...
HERE
IT IS!

THE DOOR
TO THE *LAB*
IS OPENED.



RRRUNK

NO!
NOT
AGAIN!

KKKERASHH!



THE
LOT OF THEM--
SHATTERED!

I AM A
CHANGED MAN,
RAGHIB... BUT MORE
THAN *EVER*, I FEEL
I AM NOT
COMPLETE.

NOT
YET...



YOU'VE REALIZED
YOUR VERY **ESSENCE**
IS **FRACTURED**,
DERVISH.

ONCE YOU HAVE
LIMITED ALL FIVE
ASPECTS, YOU WILL
REACH THE **ZENITH**
OF YOUR POTENTIAL
AS A SORCERER.

IS THAT
TRUE, MY
FRIEND?

OR IS THE
APPRENTICE
RIGHT--WILL NAILAH
FOREVER HAVE A **HOLD**
ON ME THROUGH HIS
LOVE FOR HER?



DO NOT
ASK ME SUCH
QUESTIONS.

THEN IT **IS** TRUE!
SHE HAS WORKED SOME
ENCHANTMENT ON
HER APPRENTICE THAT CAN
WEAVE ITSELF INTO
MY VERY HEART!

DEEPER THAN
THAT, MY FRIEND.

NAILAH'S GREATEST
MAGIC IS HER ABILITY
TO **LISTEN--TO PEER**
INTO THE HEARTS
OF MEN...

...I AM **STILL** HELD
CAPTIVE BY MY **LOVE**
FOR HER...OR I WOULD
BE ABLE TO WORK MY
OWN SPELLS AND **FREE**
MYSELF FROM THIS
CURSE.

BUT **RAGHIB**,
TELL ME WHAT I
CAN **DO**. THERE
MUST BE **SOME**
WAY--

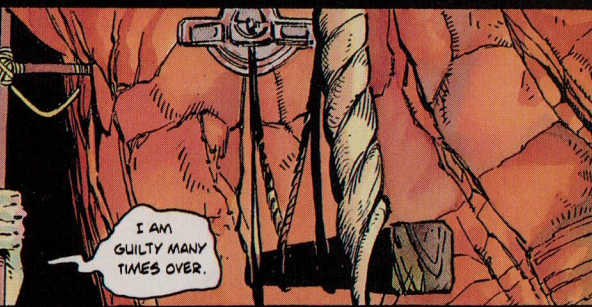
I KNOW OF
NOTHING
THAT CAN BREAK
HER POWER.

I HAVE NO WAY TO RIGHT THE DEEDS I DID IN THE NAME OF THE SORCERESS QUEEN.

STEALING THE APPRENTICE TAYSIR AWAY FROM HIS HOME, AND WILLINGLY BRINGING HIM TO NAILAH TO BE TRAINED ... WAS ONLY THE LAST MISTAKE I MADE.



I AM GUILTY MANY TIMES OVER.



SURELY BY NOW, YOU HAVE REPENTED..



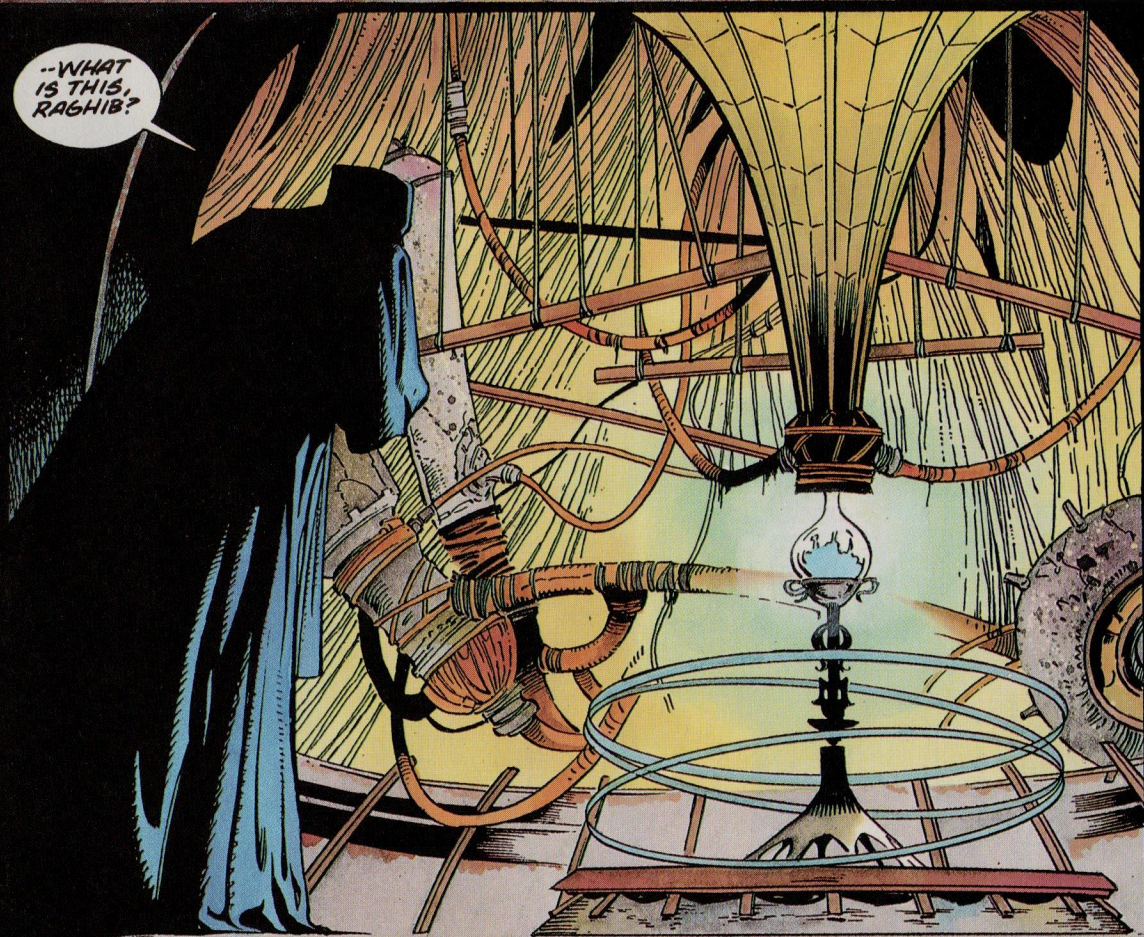
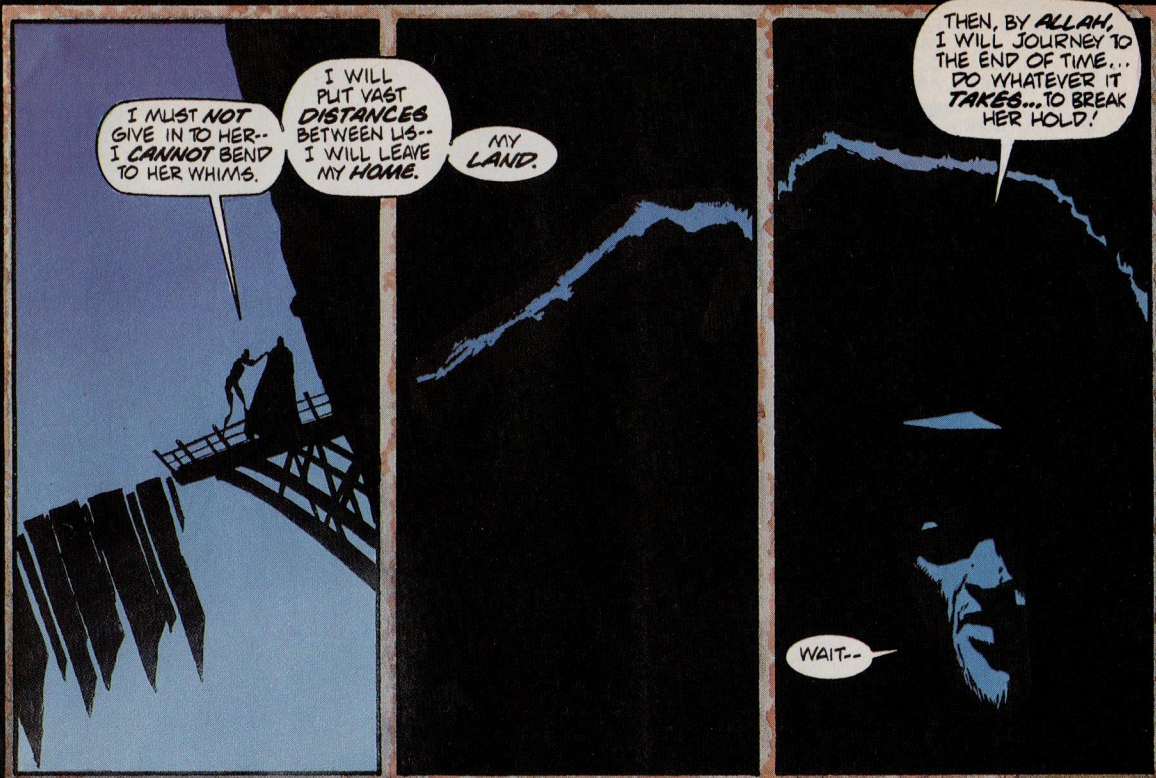
AN ETERNITY IS NOT LONG ENOUGH. MY SOUL IS MORE DISEASED THAN MY BODY!!



THERE IS NO CURE FOR ROTTING FLESH, MY FRIEND-- BUT A SOUL CAN BE HEALED BY THE CHOICES ONE MAKES.

IT SEEMS NAILAH'S DARKEST MAGIC OF ALL IS TO MAKE A MAN HATE HIMSELF.





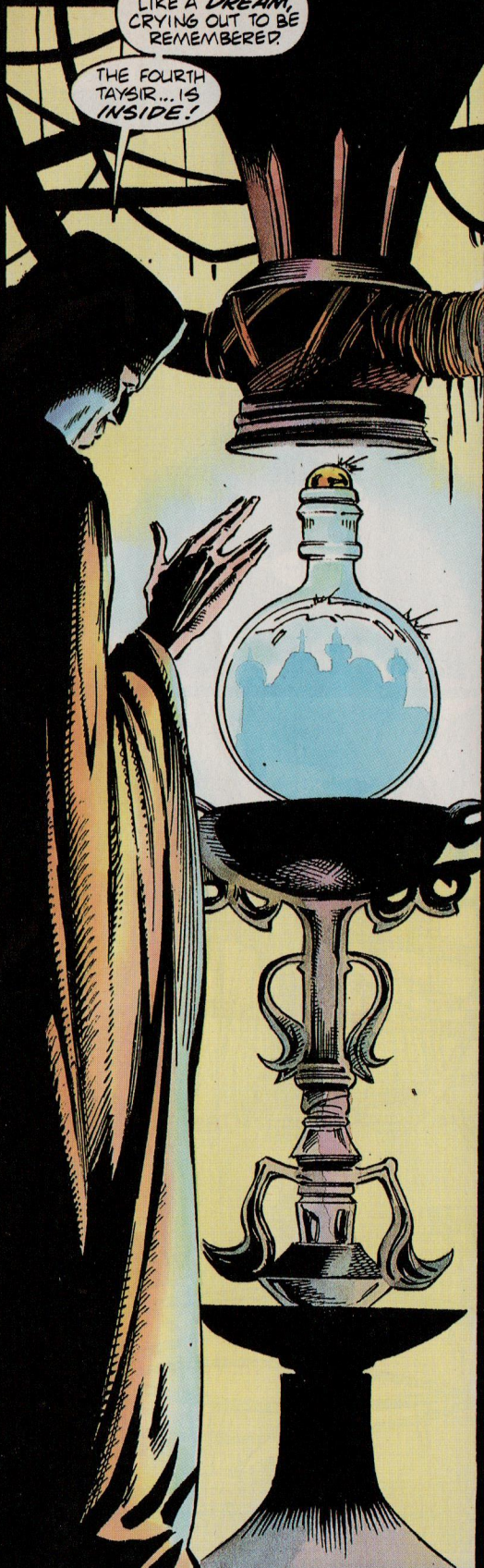
I CAN FEEL IT,
LIKE A **DREAM**,
CRYING OUT TO BE
REMEMBERED.

THE FOURTH
TAYSIR... IS
INSIDE!

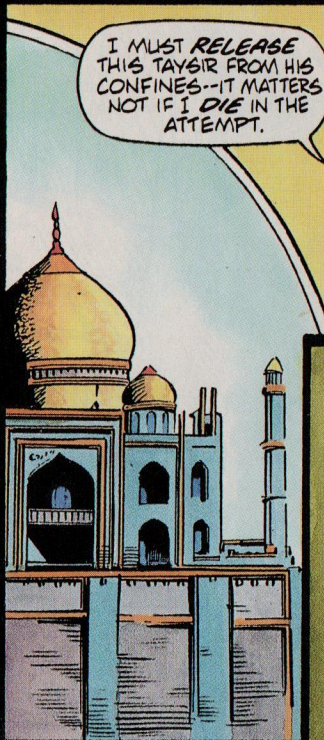
**DON'T
TOUCH IT!**

THE BOTTLE IS
STILL **PROTECTED**
BY EL HAJJAJ'S
MAGIC.

EVEN WITH THE POWER
OF **NOMAD TAYSIR**,
YOU ARE NO MATCH FOR
THE GREATEST SORCERER
EVER TO **LIVE** ON
RABIAH THE INFINITE.



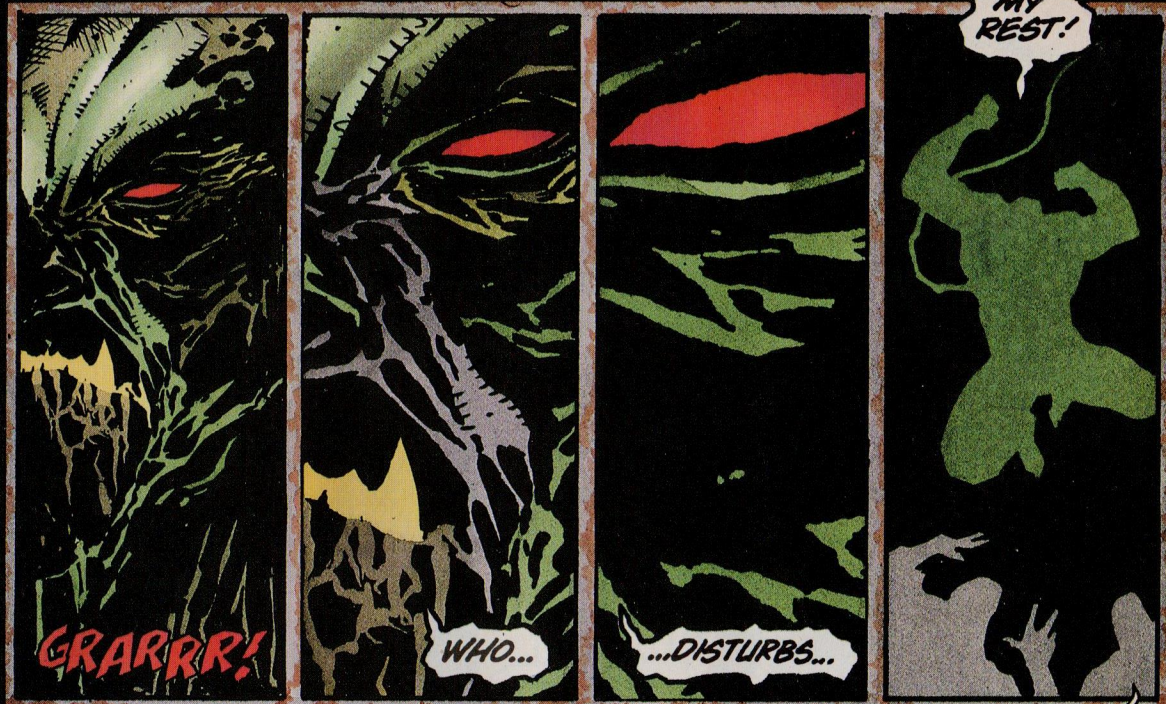
I MUST **RELEASE**
THIS TAYSIR FROM HIS
CONFINES--IT MATTERS
NOT IF I **DIE** IN THE
ATTEMPT.



WITHOUT HIM,
I WILL **NEVER**
BE TRULY ALIVE.



GRRRRRRRR!



NO--
I WILL
NOT
RUN.

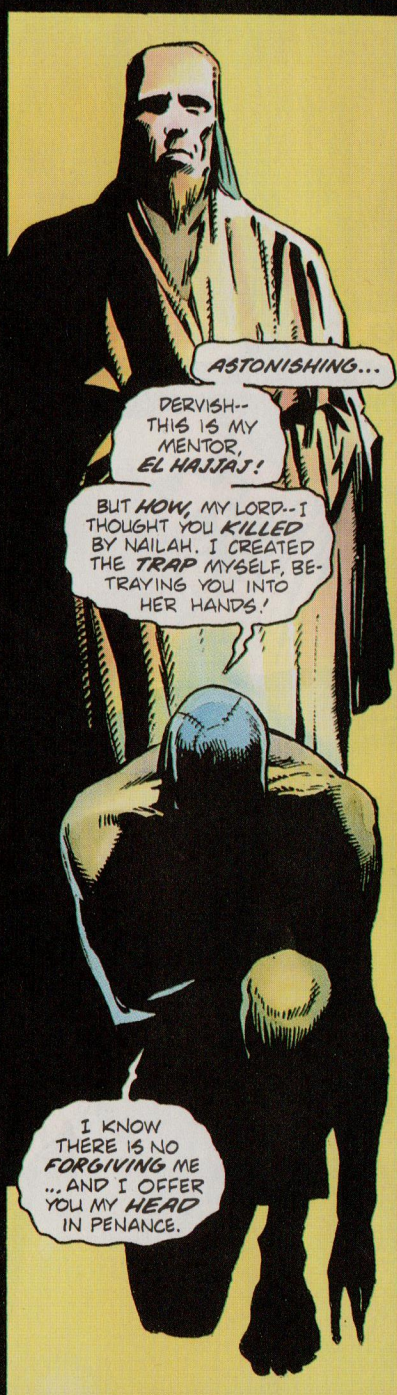
THE
GUARDIAN!
THERE'S NO
STOPPING IT!

THE BEAST
GUARDS A
CITY IN A
BOTTLE--

HAROOOOO

--BUT NOW, I
COMMAND THE
POWER OF A
MOUNTAIN!





In the passing
of a heartbeat...

AT
LAST...

YOU HAVE
OPENED THE
BOTTLE.

GO AHEAD--
SUBSLIME THE
TAYSIR *WITHIN*.
ACCOMPLISH
WHAT I *FAILED*
TO DO.

RAGHIB!
HAJJAJ! YOU
DIDN'T TELL
ME HE WAS
AN INFANT.

CURSED
LORDS-- IS
THERE ONE ASPECT
OF MYSELF WHO
HAS *NOT* BEEN USED
IN YOUR PRIVATE
VENDETTAS?

THE RING OF MARUF
HAS TAKEN ME MANY
PLACES--THIS MAY *WELL*
BE THE STRANGEST!

HE EVEN HOLDS A
STYLUS IN HIS LITTLE
HAND--A *SACRIFICE*
WAITING TO BE
OFFERED.

LEPERS!
WITCHES!
KIDNAPPERS!

I CANNOT...
YET I MUST.

FORGIVE
ME, CHILD...LET
YOUR LIFE
CONTINUE
IN ME.

PARADISE FOUND...





...OR PARADISE LOST?

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El Hajjaj's
Workshop.

I CAN FEEL
THE CHILD'S
PURITY... SUCH
PEACE...
CONTENTMENT...

...I HAVE
PRAYED FOR
SUCH SERENITY FOR
AS **LONG** AS I
CAN REMEMBER.

YOU'VE TAKEN
AWAY THIS LITTLE
ONE'S **YOUTH--**
HOW **COULD**
YOU?

IT TAKES
RIGHTEOUS
DEFENSE TO PRO-
TECT THE INNOCENT
FROM **EVIL.**

I CONFESS...
I FOUND AND
STOLE HIM,
RATHER THAN
RISK HIS FALLING
INTO **NAILAH'S**
HANDS.

ANYTHING BUT
THE **FATE** I CONSIDERED
THE APPRENTICE
TAYSIR TO.

THERE **HAD**
TO HAVE BEEN A
BETTER WAY.

THE BABE
HOLDS MY ANGER
IN **CHECK--** I
MUST SAVE THE **LAST**
ASPECT OF MYSELF
FROM NAILAH'S
PRISON.

COME,
HAIJAJ--

Nailah's
Sanctuary.

YOU ARE
EXILED NO
LONGER!

STOP!
IT'S A
TRAP!



TRAP
OR NO--I
RELEASE
YOU!

KERRASH!



TRAP
INDEED!

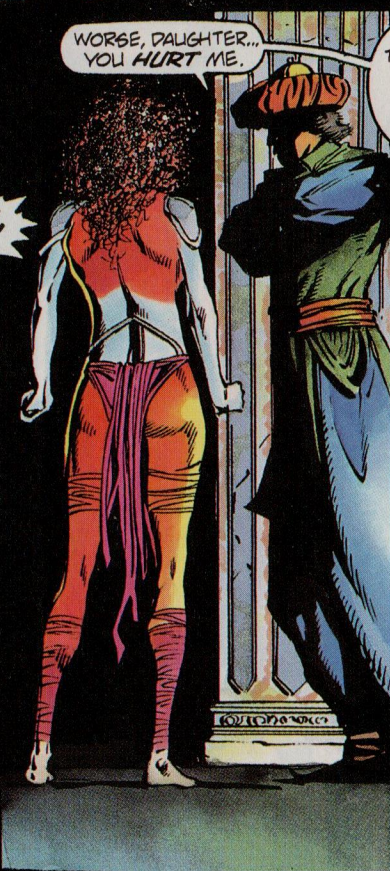
HHAARGH!



**ENOUGH,
NAILAH!**

**FATHER?!
IMPOSSIBLE!**

I...
KILLED
YOU.



WORSE, DAUGHTER...
YOU **HURT** ME.

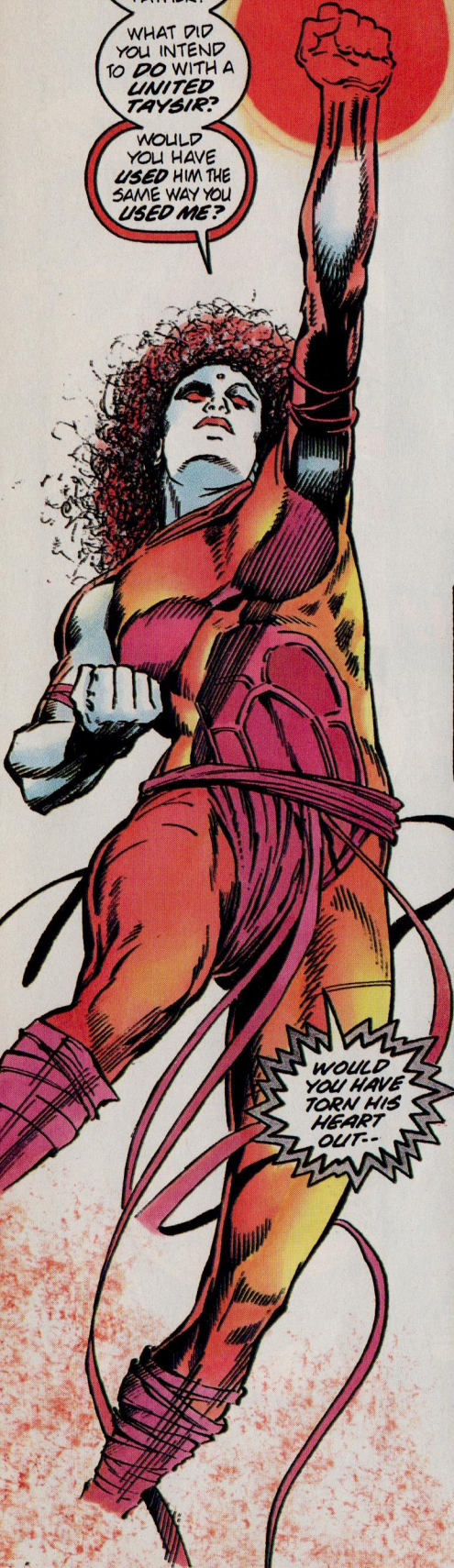


YOU MUST END
THIS LUNACY NOW,
NAILAH--DON'T
DESTROY WHAT
LITTLE YOU
HAVE LEFT.

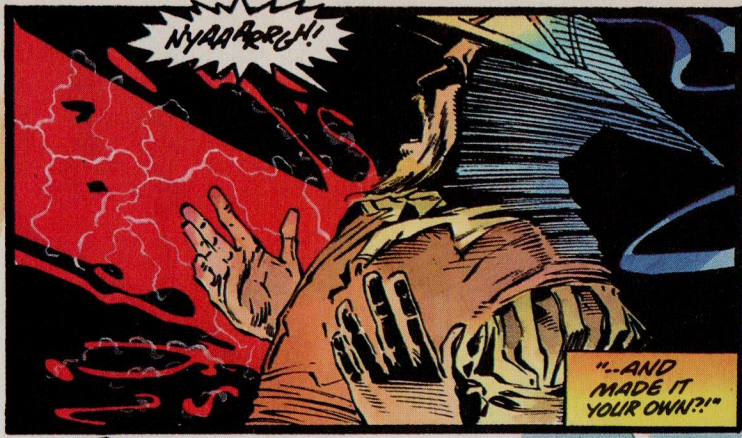
AND WERE
YOU ANY
BETTER,
FATHER?

WHAT DID
YOU INTEND
TO DO WITH A
UNITED
TAYSIR?

WOULD
YOU HAVE
USED HIM THE
SAME WAY YOU
USED ME?



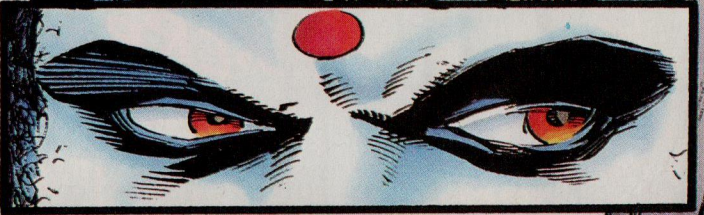
WOULD
YOU HAVE
TORN HIS
HEART
OUT--



"...AND
MADE IT
YOUR OWN!?"



MASTER--
WE **MUST**
MOVE!



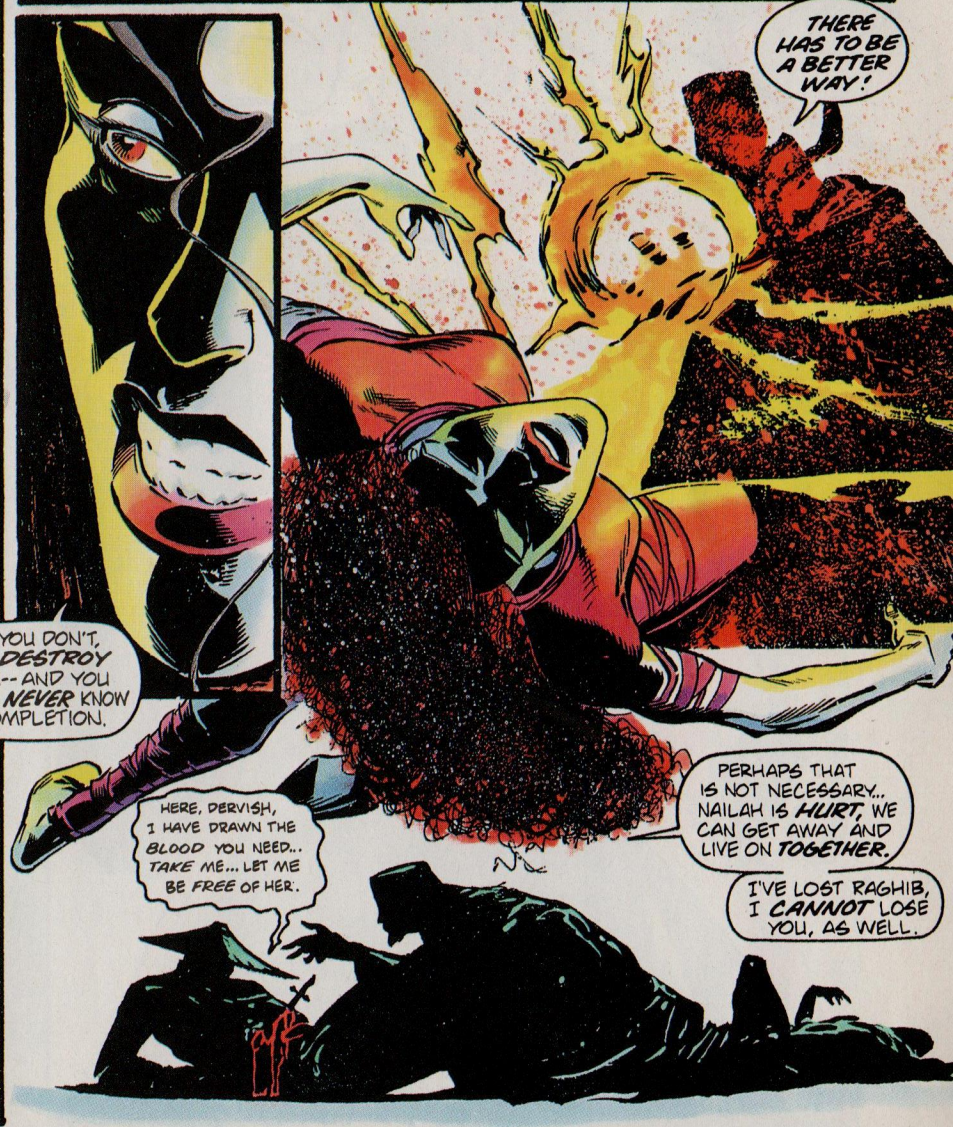
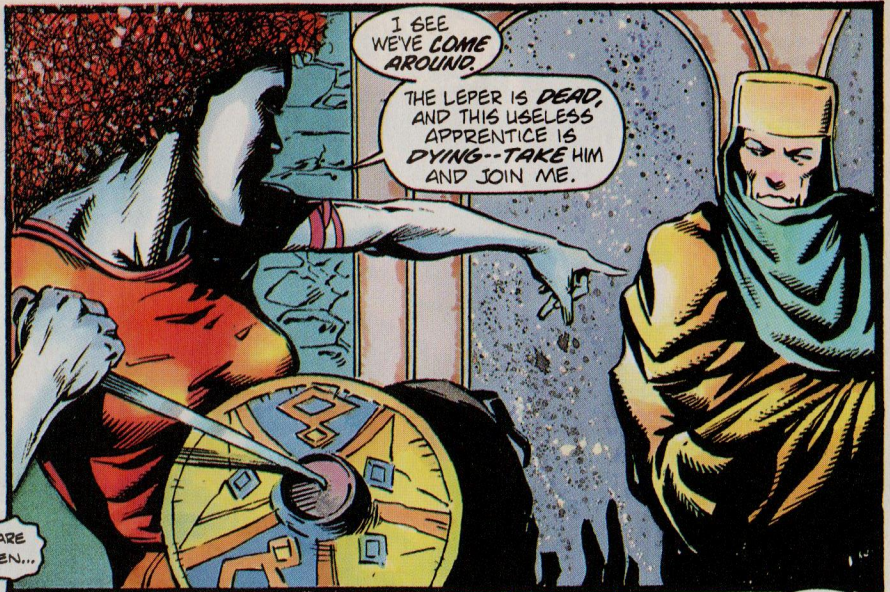
STILL
MANAGING TO
HOLD YOURSELF
TOGETHER, EH,
RAGHIB?

WELL,
SUFFER
NO MORE-- I
COMMAND
IT.



AS ALWAYS,
I OBEY...

RAGHIB!



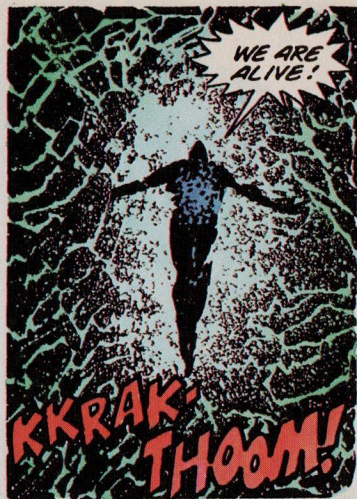


SWEET
DERVISH...DON'T
MAKE ME BEG...

AS...
AS YOU
WISH.



LET BLOOD
JOIN WITH BLOOD..
ONE LAST TIME.



WE ARE
ALIVE!

KKRAK-
THOOM!



WE ARE
TAYSIR!



CAN YOU
FEEL ME, TAYSIR?
CAN YOU HEAR ME
...IN OUR SPECIAL
WAY?

IS THE POWER
DELICIOUS, MY LOVE
--OVERWHELMING?

I WILL
FORGIVE YOU
EVERYTHING,
DEAREST..
TEACH YOU
TO HARNESS
IT.



BUT
YOU MUST
DO AS I
SAY!

NEVER!

PEER INTO
MY SOUL,
NAILAH--FOR
ALL THE GOOD
IT WILL DO
YOU!

BWOOO!

KRAK

I AM FREE!
THOUGH I STILL
FEEL YOUR STRANGLE-
HOLD AROUND
MY HEART-- I AM
FREE!

TAYSIR...
SWEET TAYSIR...
I'M FALLING
INTO THE
EARTH...

I'M HURT...
YOU'VE HURT...
YOUR
BELOVED
NAILAH...

COME
BACK TO ME,
TAYSIR...HELP ME
...HELP MEEEEE...

ALLAH HAVE
MERCY...I CANNOT
LISTEN TO HER!

I
MUST
LEAVE.

Alas, it would be centuries before
TAYSIR of the FIVE LANDS learned
of Nailah's ultimate VENGEANCE--
for at that moment, from the
very bowels of the earth, she
... cast a spell...

SHE
LIVES--I
FEEL
IT.

AND ONE DAY,
WHEN I AM STRONG
ENOUGH, I WILL
RETURN TO RABIAH,
THE INFINITE...AND I
WILL FACE HER.

FOR NOW, I
WILL SEEK OUT
THE INNOCENT,
THE DEFENSELESS
--AND I WILL BE THEIR
CHAMPION.

UNTIL I
PONDER THE
MYSTERIES OF
THE HEART--I
WILL PURSUE
MY DESTINY
AMONG THE
PLANES...

...a spell that
CLOSED the
planes of Rabiah
to Taysir...
FOREVER.

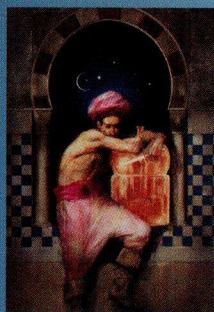
Dominia's greatest
HERO could never
go HOME again.

THE END...
and the
BEGINNING.

MAGIC

The Gathering

Shahrazad's Tales



Address all letters to: **ARABIAN NIGHTS** Jeof Vitta, Asst. Editor c/o **ACCLAIM COMICS** 275 Seventh Avenue New York, N.Y. 10001

Rabiah the Infinite is not one plane, but a multitude of planes, each one the same, and yet, each one slightly different from the next. These planes co-exist, with duplicates of people and places filling each plane. Many players of Magic: The Gathering have expressed curiosity about fact that the Arabian Nights expansion is based on an Earth-bound mythology. Why isn't the Taysir storyline set on some sort of parallel Earth?

The reason is simple: according to those in the know at Wizards of the Coast, the universe of Dominia is a continuum that includes Earth. Planeswalkers journey from world to world bringing little bits of culture, and even life forms, along with them. Hence, creatures such as djinns, dragons and minotaurs can be one world's fiction, and another's fauna. Worlds such as Atlantis and Rabiah share deities and mythologies with Earth.

Hopefully you've enjoyed navigating across Rabiah the Infinite, and watching the origin of one of Dominia's greatest planeswalkers. We've included the following pronunciation guide and glossary to try and keep everything in order.

Allah (ah-LA): the deity most worshipped on Rabiah the Infinite.

Apprentice: Nailah's pawn; hopelessly in love with her; he was the Taysir who embodied black magic.

Bassorah (BOZZ-rah): A thriving marketplace in the land of Rabiah; home to the benevolent Dervish, Taysir.

Dervish: A benevolent holy man; the Taysir who embodies white magic.

El Hajjaj (EL ha-JAJ): A powerful sorcerer, exiled to the crags of Jaruq after a devastating duel with his daughter, Nailah.

Fa'adiyah (FOD-ya): An unusually lush forest on the dry, desert plane

of Rabiah; and home to the original Shepherd, Taysir.

Jaruq (ja-ROOK): The crag overlooking El Hajjaj's submerged castle on the desolate plane of Rabiah.

Karun (ka-ROON): A vast desert on Rabiah and home to the Desert Nomad, Taysir.

Nailah (NAY-la): The black-hearted Sorceress Queen who ensnares men's hearts with her guile and deception.

Nomad: The rash and quick-tempered Taysir who is the embodiment of red magic.

Oublette (oo-blee-ET): The magically conjured jail which imprisons the Apprentice Taysir in Nailah's sanctuary.

Rabiah (RA-bee-ah): A world in the multiverse of Dominia, which in itself is comprised of a multitude of planes.

Raghib (ra-GEEB): The leper who, torn between his passion for Nailah and his loyalty for El Hajjaj, allies himself with the five Taysirs in an ill-fated bid for redemption.

Ring of Maruf (ma-ROOF): An artifact Nailah stole from her father, and gave to the Apprentice Taysir in order to locate his various incarnations.

Sana'a (sa-NAH): The mountain on which Nailah's sanctuary is perched.

Taysir (TAY-zeer): One of the most powerful and renowned planeswalkers in all Dominia, he is a master of all five colors of magic.

TAYSIR: A CHRONOLOGY

From his unity in the distant antiquity of the Arabian Nights, to his imminent arrival on Dominaria in the current epoch of the Wayfarer series, Taysir has become one of Dominia's most venerable and powerful planeswalkers. His life spans many thousands of years, and he has experienced first-hand such events

as the collapse of Feroz's Ban on the Homelands, the Fallen Empires of Sarpadia, and the great Ice Age of Dominaria. Here's a chronological listing of Taysir's appearances in this year's crop of Armada Magic: The Gathering comics. Rest assured, we haven't seen the last of Taysir!

Arabian Nights #1 - 2

The origin of Taysir of Rabiah.

Homelands #1

A major turning point in Taysir's life. He has fallen in love with the planeswalker, Kristina of the Woods, and has a fateful encounter with the Anaba Minotaur, Sandruu.

Antiquities War #1 - 4

It is revealed that Taysir had journeyed to Dominaria, the home plane of Kristina, and became a scholar. His translation and interpretation of "The Antiquities War," Kayla Bin-Kroog's epic account of the war between Urza and Mishra, forms the narrative for this story.

Ice Age #3 - 4

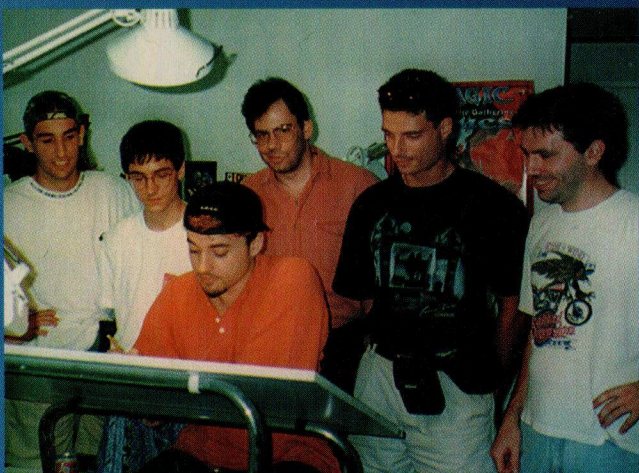
The devastating magicks unleashed in the Urza-Mishra War have chipped a "Shard" of twelve worlds away from the Dominia continuum, trapping several planeswalkers there for thousands of years. Taysir and Kristina participate in the pivotal Summit of the Shard, and the battle that finally halts Dominaria's Ice Age.

Wayfarer #1 - 5

In her tutelage of Jared the Shadow Mage, Kristina makes several references to her relationship with Taysir, and his wisdom. It is implied here that though Kristina has not seen him in many years, Taysir may have some tenuous connection with the current crisis on Dominaria.

ARMADA ENDURES FRENCH INVASION!

Back in July, Armada got a visit from some of our friends "across the pond." Four Magic: The Gathering comics fans came all the way to New York from Bouc Bel Air, France to meet some of the talent behind the Magic comics. After an afternoon learning about the steps involved in putting the comics together, the guys got a chance to sit with the penciller of *Fallen Empires*, *Arabian Nights*, and the upcoming *Shandalar*, Alexander Maleev and with Armada Line Editor Jeff Gómez. It was a great pleasure for all of Armada to meet up with some of our European fans. A hearty merci beaucoup to you guys for coming all the way out to La Grande Pomme. Vive la France!



From left to right: Thibout, Eric, Alex Maleev, Jeff Gómez, Patrick, Stephane

Magic: The Gathering HOMELANDS

A Prestige Format Graphic Novel



This October, Acclaim Comics and Wizards of the Coast offer fans of the Magic: the Gathering trading card game a taste of paradise...only to take it away! As a prelude to the release of the newest expansion set, *Homelands*, Acclaim's Armada line premieres its first prestige format comic, *Magic: The Gathering—Homelands*. This 64-page book, filled with the exploits of heroes, villains, and legends from the furthest reaches of Dominia, is written by D.G. Chichester, of *Daredevil* fame, fully painted by Rebecca Guay of Vertigo's *Black Orchid*, and features a painted cover by none other than the brothers Hildebrandt.

An epic fantasy that spans the universe of Dominia over many centuries, *Homelands* is the story of the powerful planeswalkers Feroz and Serra, and their efforts to create a paradise out of a world ruined by an ancient war.

In the centuries that pass, Feroz and Serra establish strong bonds with the Anaba minotaurs native to that plane, especially the powerful and noble Sandruu. They create spectacular magical constructs, such as the Serra Angels, and also make deadly enemies, such as the renowned planeswalker, Taysir. Along the way...they fall in love.

But slowly, on the outer edges of perception, a dark serpent rises within their eternal paradise. The Baron Sengir has come into the possession of the dreaded Apocalypse Chime, said to have destroyed the world in antiquity. As he begins his rise to power, he becomes a shadowy reminder that playing God has...irrevocable consequences!

In addition to an epic fantasy story, the *Homelands* prestige format comic will also contain maps, illustrations, timelines, creator profiles, and gaming tips for the Magic: The Gathering—*Homelands* expansion—making it an indispensable addition to any Magic fan's collection.

As a bonus, each issue of *Homelands* will be shrink-wrapped with one of three rare and powerful *Homelands* cards: Feroz's Ban, Baron Sengir, and The Apocalypse Chime. Together, these cards have the ability to defend, dominate, and destroy the haven that is—*Homelands*!

SEER ANALYSIS SHAWN CARNES

Hello once again, planeswalkers! This is Shawn again, one of the tried and tested gurus of Magic: the Gathering from Wizards of the Coast. This time around, we get to take a look at the second installment of the Arabian Nights mini-series, based on the first expansion of the same name. There is a lot to cover, so without further delay, onward to Arabian Nights!

When we last left, the five elements of Taysir--the potentially powerful Planeswalker--had started to join together both by their own volition and by the machinations of the evil **Sorceress Queen**, Nailah. The Apprentice, manipulated by Nailah, had killed the Shepherd, thus acquiring his essence, while the Dervish and the Nomad joined together into one entity. Both sides are now after the fifth element of Taysir--the baby trapped within the **City in a Bottle**. The action picks up as the Dervish and Raghīb, a leper who has more up his sleeve than he is letting on, approach the castle where the bottle is.

The first sequence shows the castle in the middle of the desert, though it is submerged completely in a lake; how is this possible? In the game, it is not that difficult to explain. In Arabian Nights, **Desert** is a special land card that generates one colorless mana, but can be tapped to cause one point of damage to an attacking creature. The lake in the middle of the Desert is caused by a **Phantasmal Terrain** spell from the original set of Magic. For two blue mana, **Phantasmal Terrain** can simply change the type of land into an Island, or any land type you choose. Opponents can use their newly acquired island for one blue mana, but perhaps they are not playing with any blue spells in their deck; thus, you've not only taken away a special land they could have used, you have given them an Island which won't help any of their casting requirements other than ones that require colorless mana.

The only way that they can approach the castle is to somehow destroy the lake. Swiftly recognizing that it is a spell, Raghīb urges the Dervish to cast a **Red Elemental Blast**. Normally, the Dervish wouldn't have access to the potent red magic, but with his recent joining with the Nomad, a new trove of spells

becomes his own. **Red Elemental Blast** is a red spell specifically designed to counter a blue spell as it is being cast or to destroy a blue card in play. Blue also has an "elemental" spell, one which will do the same to red. That little exchange highlights one of the more interesting aspects to Magic--the fact that colors can work against one another. Red and Blue are such enemies. For the others, check out a starter deck of Magic some time and notice the five-color diagram on the front of every box. The colors that are not next to one another represent opposite colors. These colors will have spells that can counter the effects of the opposing color or straight out destroy cards of the opposing color. Consider this next time you build a deck.

Later on, there is a scene inside the castle where the Dervish and Raghīb are faced with quite an opposing force--plenty of **Brass Men** brandishing **Dancing Scimitars**. How does the Dervish defeat this opposing force? He casts a single spell called **Shatterstorm**. **Shatterstorm** is a red spell that will destroy all artifacts in play. **Brass Men** and **Dancing Scimitars** may be intimidating creatures, but they are artifact creatures nonetheless. Once again, **Shatterstorm**, though not from the Arabian Nights expansion, is a handy spell to keep close to your deck. If you are playing against an opponent who likes to play with a lot of artifacts, then **Shatterstorm** could even the odds. Artifacts are nice because they can be brought out by any color of mana, but spells like **Shatterstorm** even the score.

Finally, attention needs to be paid with respect to one of the most interesting (and sought after!) cards from Arabian Nights which is highlighted in this issue--the mighty **Guardian Beast**. When the Dervish and Raghīb both attempt to uncork the **City in a Bottle**, the **Guardian Beast** comes to life. The Beast is a 2/4 creature which protects your non-creature artifacts from being destroyed. So long as the Beast is untapped, they cannot be destroyed. If the Beast had been "in play" back when the Dervish was fighting the **Brass Men** and the **Scimitars**, the **Shatterstorm** would still have worked, however,

because the Beast only protects non-creature artifacts. The story represents the Beast's persona quite well as it quickly leaps to protect the **City in a Bottle** from being disturbed. Unfortunately for the Beast, the Dervish has had time to get used to the destructive power of the Nomad's red magic. A quick flash of the **Disintegrate** spell is enough to put him to rest.

As Dervish, El Hajjaj, and Raghīb materialize in Nailah's sanctuary, the Apprentice realizes that his release is at hand. Dervish starts off by casting **Disenchant** on the **Oubliette** returning to his white magic one more time to free the Apprentice. Needless to say, Nailah is not the least bit happy about it. In a dizzying exchange of magic, Nailah faces off against her attackers and the casualties pile up. Raghīb is the first to fall to Nailah's **Terror** spell. After that, El Hajjaj suffers from a **Drain Life** spell that slowly begins to kill him. The Dervish can only stand so much before he hits Nailah with a **Mind Bomb** spell. The blue spell, acquired through the baby Taysir, does 3 points of damage to each player. The players can avoid that damage by discarding one card from their hand for each point of damage that they want to avoid. In the comic, it would seem that Nailah had no more "cards" in her hand as she reels from the strike. In the meantime, the Apprentice has fallen on his own dagger to facilitate the last joining for the Dervish. As they unite, we see Taysir for the first time in full glory. This finale is spectacular, especially the final confrontation between the fully joined Taysir and Nailah. The **Earthquake** that Taysir cast seemingly sends Nailah to a dark grave indeed! And what of El Hajjaj? Somehow, I get the feeling that he's not dead. With the combined power of the five magics, it is possible that the united Taysir returns the wounded sorcerer to his castle. Perhaps we'll see him again. However, as Taysir leaves the plane of Rabiah, the pain in his heart tells him that Nailah survived. Nailah, bitter to the end, gets in one last stab as her beloved Taysir leaves her to die. In a final act of malice, Nailah seals off the planes of Rabiah, effectively exiling Taysir from his home.

COMING IN OCTOBER

Magic: The Gathering Homelands #1

An epic that spans the universe of Dominia over many centuries, Homelands is the story of the powerful planeswalkers Feroz and Serra, and their efforts to create a paradise out of a world ruined by war.

But slowly, a dark serpent rises within their eternal paradise. Baron Sengir has come into the possession of the dreaded Apocalypse Chime. As he begins his ascension to power, he becomes a shadowy reminder that playing God has irrevocable consequences!

This 64-page prestige format comic has a cover by Tim and Greg Hildebrandt, a story by D.G. Chichester and fully painted by Rebecca Guay, with info and tips for the Homelands expansion. And one of three rare Homelands cards!

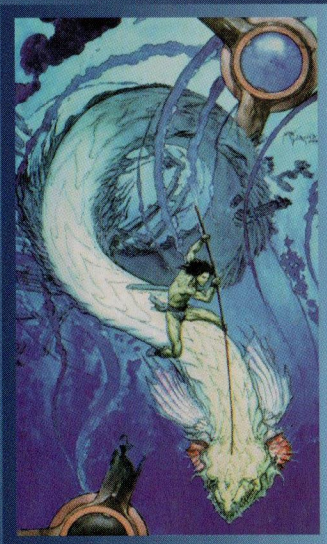


Magic: The Gathering Wayfarer #4

What is the Shadow Chime? What dark secret binds the greatest planeswalkers in all of Corondor? And what new villain wants both Jared and Kristina dead?

In the treacherous waters around the Golthonor Bridge, a savage monster guards both the answers to these secrets, and an artifact out of the Shadow Mage's past—a weapon powerful enough to stop the Battlemage Ravide!

Also, WotC rules guru Shawn Carnes' Seer Analysis column supplies tips on "Blasting with Blue" in your Magic: The Gathering game duels. Renowned fantasy illustrator Michael Kaluta supplies a stunning take on the popular Sea Serpent card on this issue's cover.

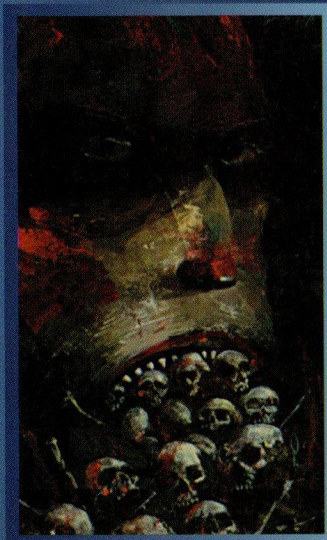


Magic: The Gathering Antiquities War #4

The shooting starts here, in the greatest, most spectacular magical war in the history of Magic: The Gathering! Adapted from the Antiquities expansion of the Magic: The Gathering trading card game, the dark enmity between the brothers Urza and Mishra draws the world toward cataclysm!

As the brothers' empires grow, so too, do their armies—both of which are converging on the city of Kroog. Each brother recruits a stalwart general to aid him in their battles. Ashnod and Tawnos both play important roles in the Antiquities card expansion.

This issue features a Seer's Analysis column that'll give you ideas on using your Antiquities cards more effectively. Cover by George Pratt.



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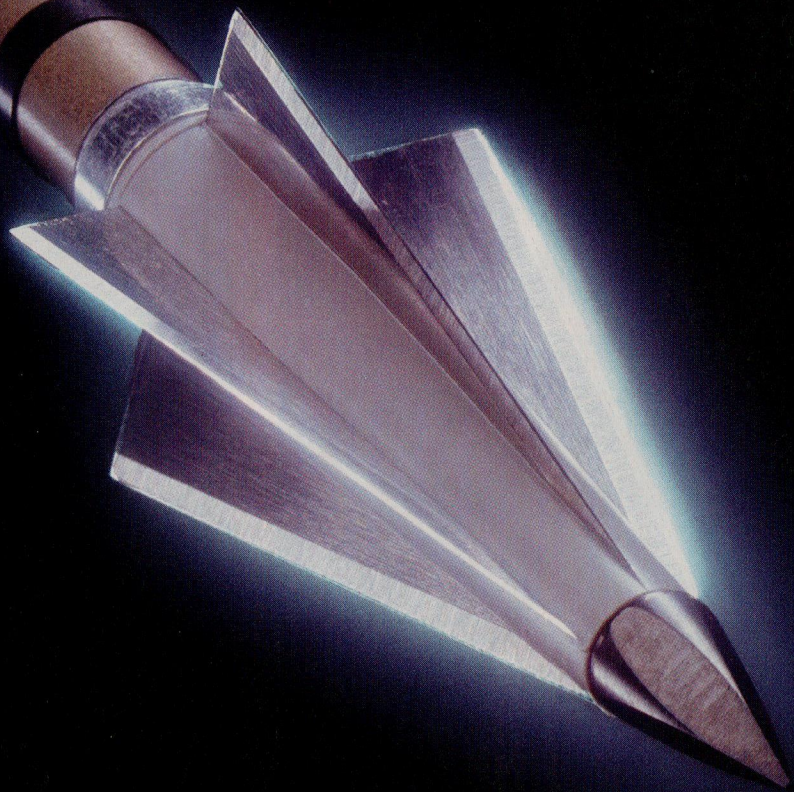
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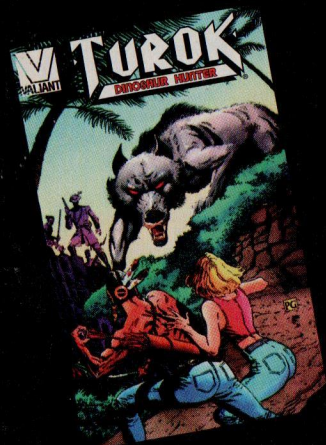
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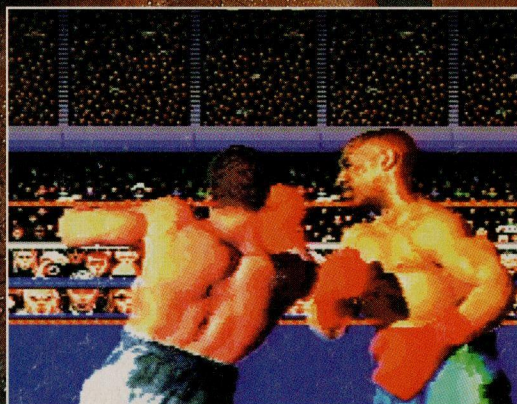
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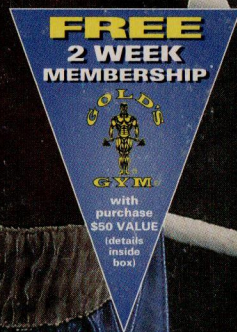
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